

## CLAIMS

What is claimed and desired to be covered by Letters Patent is as follows:

1. A method of playing an educational card game comprising:
  - a) providing a plurality of letter cards including
    - (1) fifteen cards having vowels thereon,
    - (2) forty-two cards having consonants thereon,
    - (3) three wild cards, and
    - (4) a number value on each of the plurality of letter cards;
  - b) providing a plurality of number cards, each number card having a number from four to eleven thereon;
  - c) providing a plurality of category cards, each category card having a category thereon;
  - d) shuffling the letter cards;
  - e) shuffling the number cards and placing the shuffled number cards in a stack of number cards;
  - f) shuffling the category cards and placing the shuffled category cards in a stack category cards;
  - g) selecting a number card from the stack of number cards and identifying the number on the selected card as the number of cards to be initially dealt

to each player;

- h) dealing letter cards from the shuffled deck of letter cards to each player until each player has a number of cards held in his or her hand that equals the number on the selected number card;
- i) replacing the remaining letter cards in a stack that is accessible to all players;
- j) selecting a category card from the stack of category cards and turning that card face up so all players can view the selected category card;
- k) setting a goal by using the selected category card and the selected number card, the goal being to form a word related to the category on the selected category card using the number of letter cards that corresponds to the number on the selected number card;
- l) having each player in turn pick a card from either the stack of remaining letter cards or from a card that has been discarded by the player immediately preceding the player and then discard a letter card from his or her hand;
- m) proceeding until one player forms a winning word that is related to the selected category using a number of letter cards that corresponds to the

- number on the selected number card;
  - n) designating the one player as the winning player;  
and
  - o) using the numbers on the letter cards, awarding  
points to the winning player by adding the number  
of points in the letters used to form the winning  
word.
2. The method as described in claim 1 wherein one player is  
designated as a dealer, and the dealer is dealt an  
extra card during the step of dealing letter cards from  
the shuffled deck of letter cards to each player.
  3. The method as described in claim 2 wherein the dealer  
initiates play by discarding one letter card from their  
hand.
  4. The method as described in claim 3 wherein the goal is  
modified to permit a word to be formed by less than the  
number of letter cards than the number on the selected  
number card.
  5. The method as described in claim 4 wherein the numbers  
on the letter cards remaining in the winning player's

hand are subtracted from the points awarded to the winning player.

6. The method as described in claim 3 including setting a target number and adding the points awarded to the winning player each time a game is won and continuing to play additional games until the total points a player has accumulated points that equal or exceed the target number.

7. The method as described in claim 1 further including a step of using a wild card in place of a letter card.

8. A method of playing an educational card game comprising:

- a) providing a plurality of letter cards, a plurality of wild cards, with each letter card and each wild card having a numerical value;
- b) providing a plurality of number cards;
- c) providing a plurality of category cards, each category card having a category thereon;
- d) shuffling the letter cards;
- e) shuffling the number cards and placing the shuffled number cards in a stack of number cards;

- f) shuffling the category cards and placing the shuffled category cards in a stack category cards;
- g) selecting a number card from the stack of number cards and identifying the number on the selected card as the number of cards to be initially dealt to each player;
- h) dealing letter cards from the shuffled deck of letter cards to each player until each player has a number of cards held in their hand that equals the number on the selected number card;
- i) replacing the remaining letter cards in a stack that is accessible to all players;
- j) selecting a category card from the stack of category cards and turning that card face up so all players can view the selected category card;
- k) setting a goal by using the selected category card and the selected number card, the goal being to form a word related to the category on the selected category card using the number of letter cards that corresponds to the number on the selected number card;
- l) having each player in turn pick a card from either the stack of remaining letter cards or from a card that has been discarded by the player immediately

preceding the player and then discard a letter card from his or her hand;

- m) proceeding until one player forms a winning word that is related to the selected category using a number of letter cards that corresponds to the number on the selected number card;
- n) designating the one player as the winning player; and
- o) using the numbers on the letter cards, awarding points to the winning player by adding the number of points in the letters used to form the winning word.